

FIG. 1
CONVENTIONAL ART

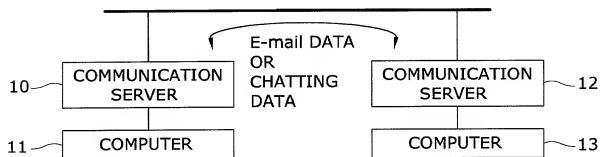
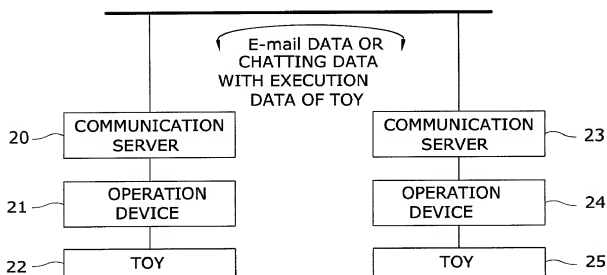


FIG. 2



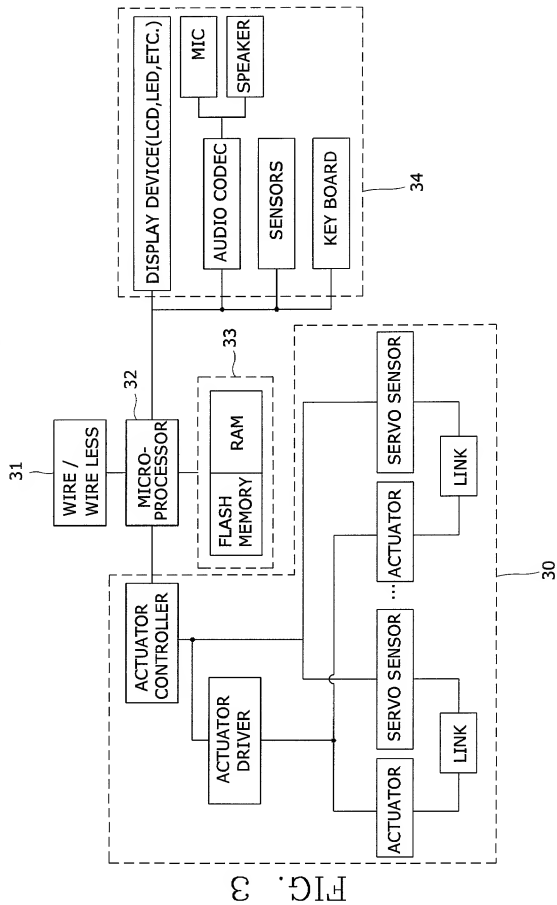


FIG. 4

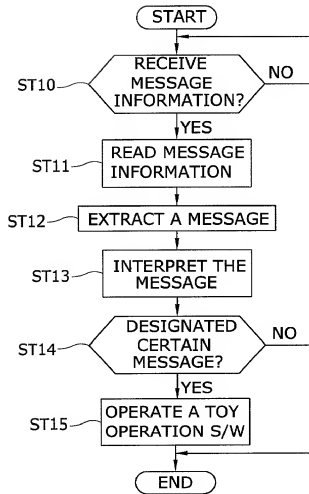


FIG. 5

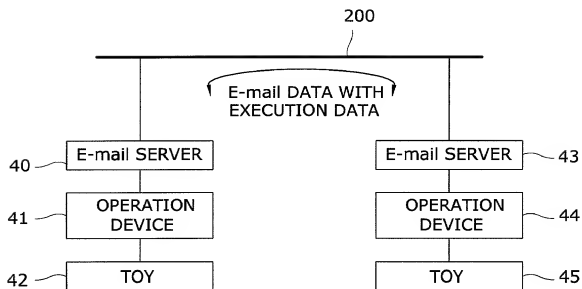


FIG. 6

From:E-mail address (sender)
To:E-mail address (recipient)
Body: <ul style="list-style-type: none"> • Content of E-mail & • Combination of keywords (script language, keywords) for toy performance
Attatch:Various files (MIME)

FIG. 7

```
<rxml version ="1.0">
  <form>
    <field name = "hand.left.up">
      <voice = "welcome to strawberry time!">
      <text = "Whoopy!">
      <motion = "30 -20 60">
    </field>
  </form>
</rxml>
```

FIG. 8

To:E-mail address
Subject:Title of E-mail
Body: <ul style="list-style-type: none"> • Content of specific keyword for toy operation
Attatch:Various files & Toy performance files

FIG. 9

TITLE	MOTION	VOICE
GREET1	HAND.RIGHT.UP	"GOOD MORNING"
FIGHT1	HAND.UP-HAND.DROP	"YOU, IDIOT"
LOVE2	HAND.CIRCLE	"I LOVE YOU"

FIG. 10

To. hohn

Hi! it is a fine day.

- when a user clicks an underlined part, the toy performs greet1(raise a left hand and speak hi) in motion databasr.

How about have a cup of coffee after 10 minutes?

- When a user clicks an underlined part, the toy performs coffee2(raise a left hand and speak coffee) in motion database.

FIG. 11

To:E-mail address
Subject:Title of E-mail
Body: • Content of E-mail
Attatch:Various files & Robot performance files

FIG. 12

- HEADER : FILENAME/CONTENT,CREATOR,DATE
- TOY OPERATION DATA:
 - ORDER SET FOR OPERATING A CERTAIN MOTION
IN A MOTION DATABASE OF A TOY
 - OR TIMELY VARIATION/ANGLE CHANGE OF JOINTS
FOR OPERATING A DIRECT OPERATION
JOINT AND A ROTATION JOINT
- TOY AUDIO/SOUND DATA:
 - ORDER SET EXECUTABLE AUDIO/MUSIC/SOUND FILE
IN A DATABASE OF A TOY
 - OR DATA DIRECTLY EXECUTABLE AUDIO/MUSIC/SOUND

FIG. 14

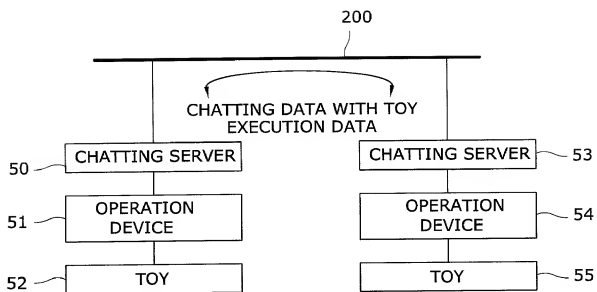


FIG. 15

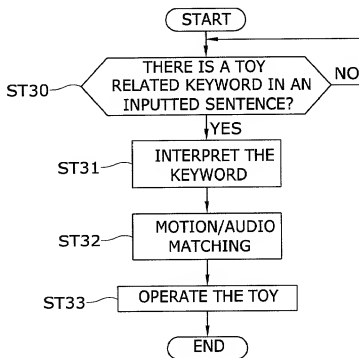


FIG. 16

KEYWORD MODE:

Karn Evil:.....

James bond : Hi,Linda! → Linda's toy performs a greeting
in the motion/audio database thereof

Linda Lewis : Hi,Bond! → James's toy performs a greeting
in the motion/audio database thereof

spectator : i'm out of it.

Linda hits james half in fun.

→ Linda's toy and James's toy perform fight1 in motion/audio
database thereof

Six million dollars : what a fuss!

FIG. 17

Script mode :

James Bond : Hi,Linda!

→ When 'Hi' is inputted, Below script languages are transmitted
to the other party
party in a chatting client S/W

<rxml>

<motion>hand.up</motion>

<voice>"Hi!!!!"</voice>

</rxml>

→ Linda's toy raises a left hand and speaks "hi" by hand.up file
in the motion/audio database

FIG. 18

SMILEY MODE(SPECIAL CHARACTER):

JAMES BOND: ☺ → LINDA'S TOY PERFORMS JOY1
IN THE MOTION/AUDIO DATABASE

LINDA LEWIS: ☹ → JAMES'S TOY PERFORMS SORROW1
IN THE MOTION/AUDIO DATABASE

FIG. 19

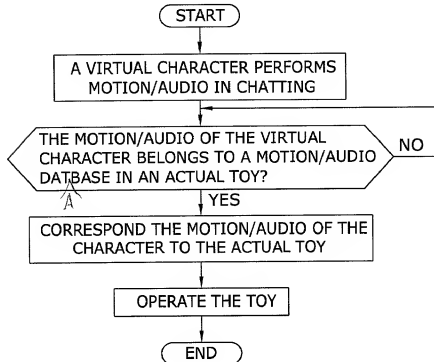


FIG. 20

